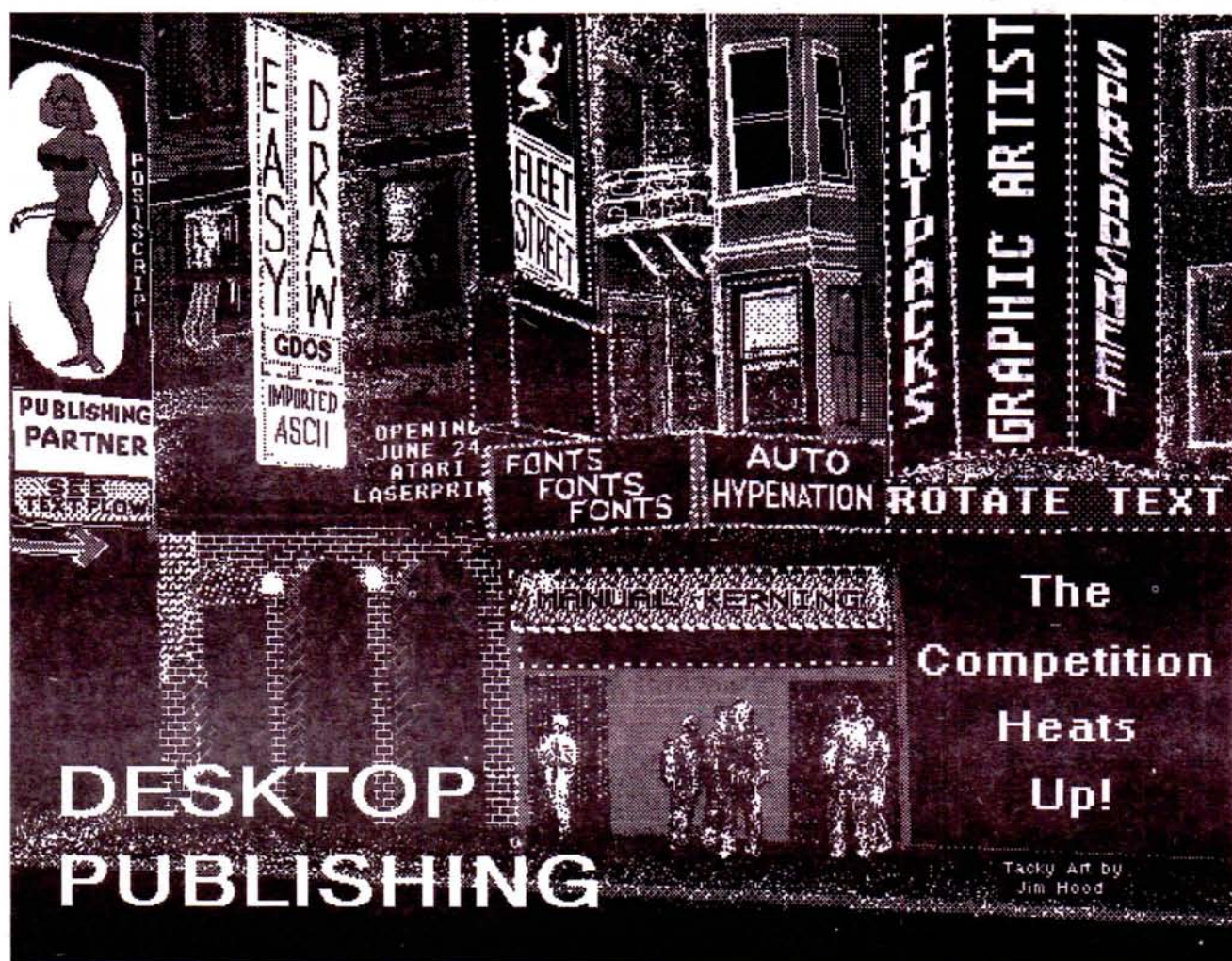


SLCC Journal

San Leandro Computer Club

MAY, 1987





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SLCC JOURNAL

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English Import Comes on Strong

Fleet Street Publisher Looks Like a Winner!!!

Editors Note:

Ralph Cavagnuolo is a journeyman printer with over 25 years printing experience.

By Ralph Cavagnuolo

With the recent release of Fleet Street Publisher by Mirrorsoft, marketed in the U.S. by Spectrum HoloByte of San Francisco, the competition is beginning to heat up. For the moment at least SoftLogik's Publishing Partner has the edge simply because it has Postscript output drivers and Fleet Street does not.

Postscript Drivers

A representative of Mirrorsoft at the West Coast Computer Faire told us that the Postscript drivers will be available in about 60 days. They will be an upgrade and will not be free. The driver for the Atari laser printer will cost about \$30.00. the Apple Laserwriter and other postscript laser printers will be about \$50.00.

HP Laser Support

Fleet Street will support the HP Laser jet Plus, a non-postscript device which is among the lower priced laser printers. Softlogik has also said it will support the HP.

Other Devices

I asked the representative from England what other typesetters they planned to support and I was told that they would have drivers for anything Mergenthaler makes. this means they plan to drive machines that do not use Postscript like the Mergenthaler 202 which is a pretty common machine in the printing industry. Don't get your hopes up for a cheap high-quality output device above 300dpi, the 202 sells for around \$60,000.

Comparing Both Programs

Publishing Partner is a marvelous program but in actual use its flaws become readily

apparent. My biggest gripes are its lack of accuracy and awkwardness of the picture import feature. The imported picture takes up more of the screen than is viewable and getting the whole picture is hard if not impossible. Fleet Street requires you to define an area for the art to go into and should the art be bigger than the area you allowed it just makes it bigger.

Once imported it is a simple matter to crop or re-size it. Publishing Partner allows easy re-sizing, if you manage to get all of the picture imported...and that's a big if. In regards to accuracy since Fleet Street doesn't have its laser drivers it's hard to compare the two, but if you have used Publishing Partner and have anything output on a laser printer you've probably noticed some things just don't come out the way they look on the screen. Try looking at a document at an enlarged size and things begin to look different, rules that looked perfectly locked up are suddenly sticking outside the margins. Things that looked perfectly centered at 100 suddenly look off-centered. Which view do you trust...trust the 100% view. Maybe that is why Fleet Street has chosen to limit its enlargement capability to 200%.

Both programs have the ability to import ascii word processor files and both have desk accessories which help in the importation of text files by stripping away control codes and unwanted carriage returns. Both do an adequate job but Fleet Street excels here by allowing you to set up your fonts, points sizes, leading, indents and a host of other attributes so that the text is formatted as it is imported.

One of the things I really like about Fleet Street is that it always knows what point size and face you are in. Because it uses imbedded control codes it knows immediately, wherever you place the cursor, the font leading and point size.

(Continued on Next Page)

(Continued from Previous Page)

With Publishing Partner you have to remember the face and size you used or write it down so in the event you have to go back and edit a document you can figure out what you used.

Professional Features

Fleet Street has numerous features that are quickly apparent as soon as you begin dropping down the menus. Some that impressed me most are:

- Font and point size are in the same menu
- The ability to set any size to any width
- Leading can be above and below the cursor at the same time (useful for vertical centering)
- 22 tab positions in both the horizontal and vertical direction selected from a menu.
- Hanging indents (for example you can indent 2 picas on the left and every line except the first will be indented) 2 picas.
- Paragraph indents can be specified too using several measuring systems
- Macros. Here Fleet Street really shines allowing you to define up to 20 keys as macros allows you to set such attributes as the type face, point size, leading, tabs, justification status, hyphenation hanging indents, in all 21 attributes to select from or select them all.
- Pie characters. To do anything serious special characters that are not in the ST's character set. How can you expect to do a flyer with prices with no cent's sign. How about fractions, and accent marks, daggers, copyright and trademark symbols.
- Fleet Street also comes with several sets of function keys for German, French, and mathematical symbols. Publishing Partner has one special character (bullet).
- Info at the cursor. A real nice feature of Fleet Street Publisher which allows you to see things such as your present X & Y locations. Text overflow. You can know immediately how much text you have in the overflow buffer. Also available is a word count, number of open windows, mode you are in, all of which are readily displayed at the top of your window..
- One shot commands. This feature lets you make quick changes like a quick flush left or add or subtract a specific number of points. Also available is leader

out (ex. eggs.....\$1.00), try doing that accurately with PP.

- Clip art. Fleet Street comes with a whole disk of pretty nice clip art and a program is supplied to allow you to convert Degas and Neo pics to their format. More disks are forthcoming.

Problems in Fleet Street

Fleet Street isn't without its problems either. It lacks round corners (will be in next revision). It will not allow you to place text outside a column guide. It is heavily copy protected, so heavily in fact, that nothing I have would make a backup. It will, however, run on a hard disk requiring you to insert one of the three disks momentarily. It is very slow in loading in large files and comes on three separate disks so some swapping is necessary unless you are fortunate enough to own a hard disk. I asked the Fleet Street representative why it redraws the screen so slowly and he told me it is due to the fact that it is constantly doing hyphenation on the fly. Hyphenation itself can be turned off and will probably speed things up considerably. One bug I noticed is that the centering command doesn't always work. When I showed it to the gentleman from England he said he would call London right away. I was able to bomb it, mostly in the ruling function menu and he was quite surprised and said he thought all the bugs were gone. I got the impression that they will be fixed quickly. I was very impressed with the obvious printing knowledge that went into the program.

Conclusion

I bought Publishing Partner and Fleet Street and I must say I truly believe that to do any serious work you really should have both. If you have to choose between one or the other and you are doing serious work and need the most power buy Fleet Street. If you just a casual user and you don't need some of the fancier capabilities like hyphenation, Publishing Partner will suffice, and with some major improvements may eventually be as good as Fleet Street, Who knows. I have heard that the next revision of Publishing Partner will have up to 31 improvements including the ability to import Easy Draw pictures. After all, a little competition is a healthy thing.

END

Think Positive

by Jim Hood

If you sometimes get negative images when importing pictures into Publishing Partner it is because the import routine assumes the left box of a painting program's color pallet is white and the right box is black. For low res programs, I don't know what is assumed to be in the other 14 boxes.

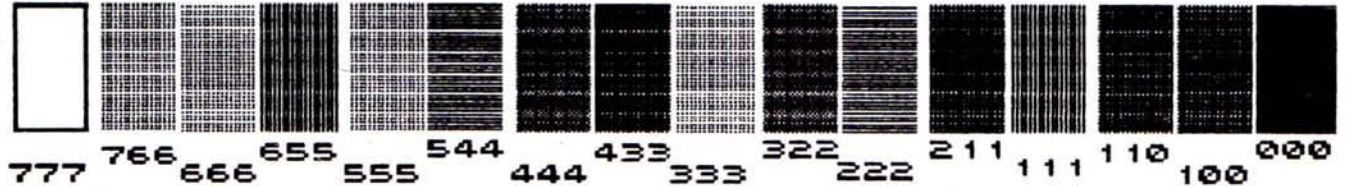
Deron Kazmaier, of SoftLogik, said he is making a utility to remap pictures to the shading used in Publishing Partner. Meanwhile, you can use Degas Elite for remapping.

With a color system, set up the Degas Elite screen #1 color palette with 777 white on the left and 000 black on the right. For the colors in between, try to match the shades that Publishing Partner is going to assign (see below) or just run down the gray scale as I did in the sample. Then load your

picture as an image into any of the other screens and when Degas Elite asks, tell it to map the colors with the screen #1 palette. Save the remapped image as an uncompressed picture for importing into Publishing Partner.

With a monochrome system, just load your color picture into Degas Elite and it will assign gray values to all the colors. Save the resulting picture (remember - uncompressed) and it is ready for Publishing Partner.

The pictures below would not print on either an Apple or Texas Instruments laser printer. They were done with a Citizen 120D and a very old ribbon. Importing pictures still seems to be one of Publishing Partner's weak points (but I still love the program).



These are the color values I assigned to Degas Elite color screen #1 and the gray scale assigned by Publishing Partner. Notice that the shades do not appear to change evenly from left to right.

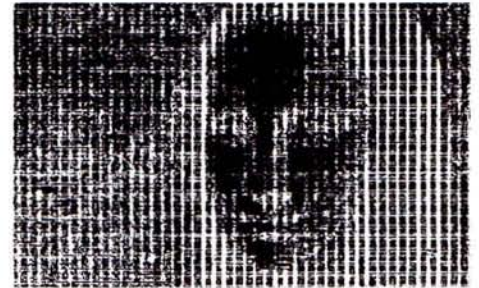
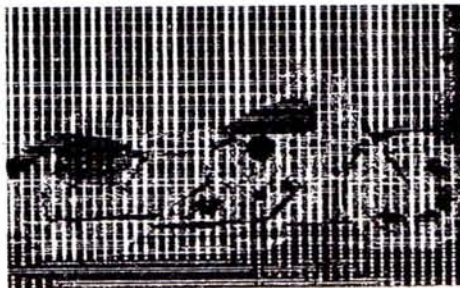


This is the gray scale assigned by Degas Elite in the monochrome mode.

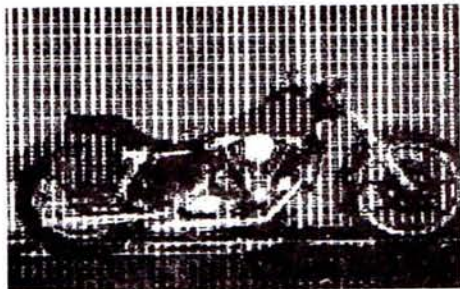
Sample imported pictures

Contrast = 90%.
Rule: The smaller the picture
the higher the contrast.

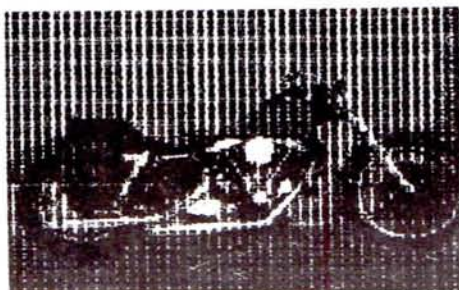
Using original pallets.

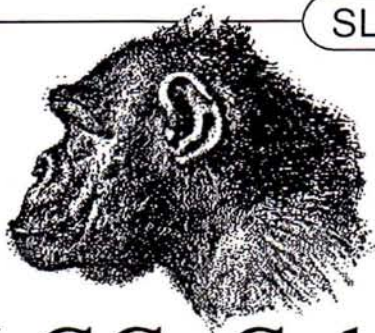


After remapping in low res
Degas Elite.



After remapping by hi res
Degas Elite.





MAY
1987

SLCC Calendar of Events

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
					1	2
3	4	5 MAIN MEETING 8:00 San Leandro Public Library	6	7	8	9
10	11 ST SIG 8PM SAN LEANDRO LIBRARY	12 M/L SIG 8 PM	13 EXECUTIVE BOARD MEETING	14 Beginner's SIG 7:30	15	16
17	18 JOURNAL DEADLINE	19 COMMUNICATIONS SIG 8 PM	20	21	22	23
24	25 ST SOFTWARE SIG 8 PM	26 PASCAL SIG 7 PM BUSINESS SIG 8 PM	27 EDUCATION SIG 7 PM	28 BASIC SIG 8 PM	29	30



SIG (special interest group) leaders and their phone numbers are located on the Table of contents page at the front of the Journal. Please call them for more details or directions.



ST article from Pokey Press, Dec. 1986
by Ken White

Okay, so six months ago, I didn't know nothin' about desk accessories. A desk accessory was like a paper clip, or maybe one of those magnetized things that hold the paper clips in cute little circles around the magnetic hole thing. Now THERE'S a desk accessory. I was a babe in the desk accessory woods.

Of course, I didn't have an ST six months ago. I was clean. My old 800 had a lot of "things" but it didn't have no desk accessories. Not a one.

Then circumstances changed and I developed a need for an ST professionally. Like a big sucker, I went in wondering about how I was gonna like using the mouse, or how the megabyte of memory I was getting would change my writing style, since the biggest text buffer I'd ever worked with was about 22K. Nobody bothered to mention the "side effects" of desk accessories, and I didn't know enough to ask.

I started off on the soft stuff. The control panel, the terminal emulator, and the printer installation accessory were my only neighbors under the DESK (on the menu bar). Yeah, so I didn't have a modem yet, or a printer. But I could sure change those colors. I never realized that there were color combinations that would make you think you were a reincarnation of Jayne Mansfield.

After a while, I started reading about Thunder! from BATTERIES INCLUDED and all the reviews made mention of the fact that there was an "accessory" version that would check my typing WHILE I WROTE for spelling errors. Well, jump back Jack! That sounded pretty good to me. I got it.

Then somebody started telling me something about Cornerman, how it had all these things available as an accessory, everything from a dialer and a notepad to an on-screen digital clock and a calculator. Just one click of the

mouse and there you were.

Well, that sounded pretty good to me. All that stuff in an accessory. Didn't need my notepad next to the computer or that calculator that used to be in the drawer before it deserted me and went to Honduras to join the contras. So I got Cornerman too.

Wasn't I the smart and lucky one. There I was, with my little word processing disk (Cornerman and Thunder resting comfortably under the DESK) and with my little telecommunications disk (Thunder and Cornerman under that DESK too--wouldn't want to misspell a word while composing a message with Flash's built-in word processor, would I?) I was truly happy as a pig in whatever it is pigs are happy in.

For a couple of weeks, I was okay with my little package of desk accessories. I used them every day, and was completely satisfied. Then, I went on GENIE (General Electric's answer to CompuServe) and I happened to see that they had a whole download library devoted to "desk accessories". Obviously, I had to take a look...

When I'd finished scrolling through the fifty or so desk accessories available to me there, my hair must have looked like something Don King would be proud of. There were ALL KINDS OF DESK ACCESSORIES !! Everything from RAMdisks to things that I didn't even understand. All free for the taking.

I started small. Downloaded a calendar (dumb little thing that brings up a calendar, month by month, from January 1980 right on through the next century... you got married on February 19, 1983? Hey, that was a Saturday...), a clock (yeah, so I had enough clocks on Cornerman to rival the little Hungarian clockmaker down the street...but this one can be...well, altered. Changed in form...Hello, Dali, if you know what I mean...), a scientific calculator (I know, I had one of those with Cornerman too, but you never know when you might need JUST a calculator available on your disk, right?) and a stupid little 3-D maze game

(Panic in Desktop Park continued)

called Minos.

Oh boy, I was really cooking. I put calendars on my word processing and telecommunications disks and filed the rest of the accessories away on a new disk labeled, appropriately enough, "Desk Accessories". The monkey was beginning to climb up my back.

The next night, I was back on GENIE again, searching through the desk accessories download library for additional accessories that I might have "missed". As you might imagine, I found a couple.

How does a little accessory that tells you how much free RAM you have in your computer sound?

Or maybe a little item called Tiny Tool is more to your liking- it's a combination disk sector and memory examiner and editor. Now personally I don't have a whole lot of use for something like this, and I'm not sure why I downloaded it (no, you can't have a banana) except it sounded interesting- I also felt there was a possibility that I wake up one morning after a vision that explained the meaning of short non- words with dollar signs and other funny stuff in them.

And then there's the Word Window. The Word Window is a fairly full-featured word processor IN A DESK ACCESSORY. Yes, If you thought you needed to boot up your favorite word processor to write that letter to Mom (or the credit card company), you thought wrong. Just swing your pointer up to the DESK menu item, click Word Window, and you've got a word processor that will give you the power to edit, move blocks of text, save files, print files, embed printer codes, and do just about anything you might want to do with a text file. It'll only deal with documents of approximately 32K (80 columns of text by 400 lines), but I wrote a BOOK with Atariwriter and a 22K text buffer... and Word Window has more features.

The files on my "Desk Accessories" disk were growing in number and size. I was busy creating RAMdisks and moving files around. The fact that the GEM desktop will only allow six accessories at a time caused me a few tense moments until I discovered an accessory loader file that I can stick in my AUTO folder-before the accessories boot, it asks me which ones I want to have this particular session. Now I could stick as many accessories on my disk as I wanted!

Read some more about the ST. Hmm, a RAMdisk accessory might be real nice. Create

a RAMdisk at bootup, so it's there and ready for me whenever I need it. And they come in sizes ranging from about 78K up to 709K. Okay, you don't have to stare at me disapprovingly - I downloaded a variety of sizes, for different occasions.

I was in full-scale accessory addiction by this point. I stopped looking for interesting new accessories and started thinking about what kind of accessories I WANTED. I hunted and dug around, looking for an accessory that would allow me to format disks and do basic DOS-type functions without exiting my application programs. After a week, I found Disk Manager: Format disks, delete files, create folders, all kinds of useful stuff. I grabbed it.

I've managed to calm down over the last few days- I spend my time moving accessories from disk to disk, then booting the disk up and seeing how I like it. It's not that my lust for accessories has cooled; rather, I have enough accessories to play with...for the time being.

I was on GENIE again tonight...didn't notice any new accessories... I sure hope somebody writes another good one real soon...or I'll have to give Compuserve a call and see what THEY'VE GOT...a man's gotta do what a man's gotta do...

END

Raffle

Chessmaster 2000
and Gato for the ST
Plus ???

The All New 1987 Beginner's SIG:
"Now that it's plugged in..."

Meetings are held the second Thursday of each month. This SIG is intended for the very Beginning User of the Atari 8-bit computers. Learn about system set-up, the basic uses of DOS, loading software and other techniques. For more information and location of meetings in San Leandro, call Richard at 352-3444 evenings or 562-7485 (ans. machine).



48K Limit



OPINION by Jerry Telfer

Black is white. Up is down. Left is right. And in the area of commercially released new software for the 8-bit Atari, more is demonstrably less.

Once firm believers in the concept of upward compatibility, software publishers who formerly lobbied Atari for more programming space (read RAM..) now appear to have forsworn that ideal; either not releasing or not porting their wares -- even proven sales hits -- to any 8-bit wearing a Fuji logo. The reason for this seems to be the coupling of lowest-common-denominator biz school marketing theory with the reluctance of the folks who crunch the code to do lowest common denominator programming.

SLCC got a hint of this theory at work a couple of months ago when Jeff Johannigman and John Manley of Electronic Arts were our guests at the monthly main meeting. They showed EA's latest hot games: SKYFOX, ARCTICFOX, and HRS PEGASUS for the ST; and Mail Order Monsters and Lords of Conquest for the 8-bit. Asked by 8-bit users impressed with the ST offerings when they might see them translated for the Atari (as they already have been for "other" 8-bit computers), our guests explained that one-half the Atari 8-bits "out there" are 48K Atari 800s. They went on to explain that EA is unwilling to release any title that won't run well on ALL Ataris, and these new games really NEED 64K to run in. The programmers and the marketing folks agreed that the games were not sufficiently enticing with 25% of the programs excised to fit the 48K limit, so there is no plan to release them to the Atari 8-bit market.

EA isn't alone in imposing the 48K limit on "releasable/salable" 8-bit Atari software. The wizards at Microprose have been bombarding Atarians with teasers and four-color ads for GUNSHIP for over a year now, but are reported to be wringing their hands about releasing it in a 48K package for the Atari eight. STARGLIDER, written for the ST, is now available for the C-64 but not for the Atari. The list of "Apple II/C-64 Only" software for the 8-bit market goes on and on... Now, I don't want to slight the happy owners of those venerable Atari 800s, either.

But I've got a pumped-up 130XE (320K software-legal upgrade), and I'm getting pretty hot about the software publishers' attitude. Not all Ataris are created equal. Not only that, but -- and this may come as a heckuva shock to the publishers -- some of the Ataris that <<were>> created equal didn't <<stay>> that way! Axlon RAMdisks, Mosaic memory expansion boards, and now the 1-meg memory boards from Magna Systems and the 1-meg cartridges from Canoe Computer Systems.

One of the big drawing cards for the Atari 800 was its accessibility; easy to repair, easy to modify, and rather thorough docs available about its innards. Heaven for the hardware hacker... With the arrival of ICD's MIO boxes with brains up to one meg for the XL/XE lines (Canoe's cartridges also work for the X series machines) there would seem to be no particular reason why the "standard maximum" programming space should be 48K -- 64K is easily achievable for those older machines as an upgrade, and with up to a meg affordably available on the X machines, there is room in the market for "_____ Elite" power software. If one checks into the price of a 65XE <<vis a vis>> the cost of a RAM upgrade or the minimum charge at any repair facility just to give an 800 a tuneup, it's pretty clear that owners of classic 800s have a number of options open to them. Original Atari 400s have been upgraded to access the newer software, and the 800 owners should either follow suit or make some space in the closet next to their faded Nehru jackets. Upgrade or make funeral arrangements... However, until the software publishers either change their act or are successful in killing off the Atari 8-bit market, there is no particular pressure on the 48K owners to modernize.

Of course, there is also no particular reason for me as an XE owner to pay full price for 3/4 of a program, either. If Microprose ever releases GUNSHIP I'll buy it -- IF IT IS THE FULL GAME. Otherwise, I'll watch the dust accumulate on the shrinkwrap. I won't pay full price for an inferior program for a great computer -- especially when I see the same

program running great on an inferior computer! One must have <<some>> dignity.

The publishers have a number of options open to them, too. The "floppy" is not exactly a new concept, though it's usually implemented as a multi-breed release. No harm in releasing two sides for the different vintages of Atari. The Atari XE/800 floppy release of PaperClip isn't what drained Batteries Included. Also, segmented loading of programs based on testing for RAM size is a proven possibility. SubLOGIC's FLIGHT SIMULATOR II will run in either 48K or 64K. With 64K the flier gets eight useful additions to the simulator not able to squeeze into the 48K version. Since checking for extra RAM is a trivial exercise in programming, I would like to see existing programs enhanced for the 800XLs and 130XEs.

*Many of us have neither
the resources or desire
to move to the ST*

Just imagine F-15 STRIKE EAGLE with terrain features. Think of PRINT SHOP with a save-to-disk option for <<all>> your creations. Think of SILENT SERVICE without disk access timeouts. Think of THE MUSIC STUDIO with MIDI compatibility and good-quality hardcopy--just like the C-64 version. Think of LEADER BOARD with sandtraps--just like on the Apples. Nuts, as long as we're dreaming, think of what the whiz kids at Lucasfilm could do with their fractal terrain algorithms (a la RESCUE ON FRACTALUS), GTIA graphics, and the A-10 Thunderbolt... In fact, think of all your favorite applications and game software. Think of the many features that an additional 16K or 80K (XL and XE, respectively) would make possible.

Do a little research. Go to the software store and look at the titles available for those <<other>> computers. (I mean, Abacus is now releasing some stuff for the Atari. Why not the

64K baby CAD in Atari format?) Then, most importantly, boot up your favorite wordprocessor and WRITE TO THE SOFTWARE PUBLISHER(S) OF YOUR CHOICE with your desires for enhanced software and your willingness to purchase upgrades. (Also, when you buy a piece of software (<<particularly if it's a two brand floppy>>) SEND IN THE DUMB REGISTRATION CARD! LET THEM KNOW WHAT MACHINE THE SOFTWARE IS CALLING HOME! Surely 22 cents in postage isn't too great a price to invest in the future of your machine.

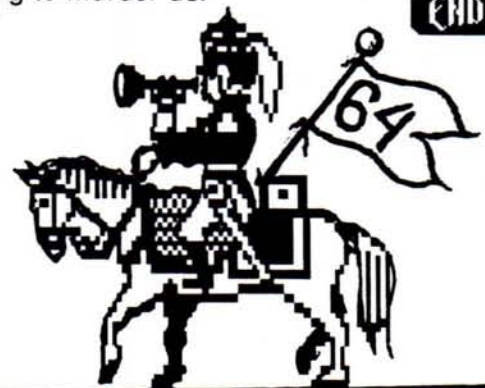
NOTE TO SOFTWARE PUBLISHERS:

Yes, you've got some raw numbers that tell you that half the cup is empty. Well, half the cup is FULL! And in fact, more than half the cup may be full, since the numbers you're using don't begin to count how many of us have more than one 8-bit computer. There is no reason why this should not be a time for the recapture and growth of the Atari 8-bit market. The marketing madness of the Warner Atari is over, and the new machines offer all the programming potential you belabored the "old" Atari for in vain.

Many of us have neither the resources or desire to move to the ST, with all its many charms. And particularly, we won't plunk down our loot just to have access to the new games. We still exist as a market, BUT YOU HAVE TO OFFER US QUALITY GOODS IF YOU WANT OUR BUSINESS. WE WON'T PAY A PREMIUM FOR AMPUTATED SOFTWARE!

We are a staunch market. We survived the suicide attempts of the Warner Atari. We are hanging in there today against the well-deserved popularity of the new (ST) baby in the family. Pretty, but it eats too much. Please stop attempting to murder us.

END



Turbo Basic XL - A Review

This review comes to us from the pages of Keeping Pace, the Pittsburgh (Pa.) Atari Computer Enthusiasts, who credit A-BUG as the source. It will be presented in two parts - next month will complete the article

Reviewed by: Mark Dulcey

(The first part of this review is an excerpt from the Turbo Basic command list, compiled and translated by Dave and Laura Yearke, provided by the Western New York Atari Users Group. It may be reprinted freely provided this credit is included.)

Turbo Basic Commands

Disk I/O

Bload	Binary file load
Brun	Binary file load and run
Delete	Deletes file
Dir	Disk directory
Lock	Locks file
Rename	Renames file
Unlock	Unlocks file

Graphics

Circle	Plots a circle or ellipse
Cls	Clears the screen
Cls #6	Clear screen opened in channel 6
Fcolor	Determines fill color
Fillto	A fill command analogous to XIO 18
Paint	Fill any closed object
Text	Bit-blocks text

Memory

Dpoke	Pokes two byte integer
Move	Block transfer
-Move	Like move but starts with last byte
Bput	Block put
Bget	Block get
%put	Puts a number "as is" in 6 byte FP
%get	Get a number stored with %put

Structured Programming

Repeat	Start a repeat-until loop
Until	Terminate repeat-until loop
While	Start a while-end loop
Wend	Terminate while-end loop
Else	Optional extension for if
Endif	Ends an if-else-endif or if-else cond.
Do	Starts an infinite do-loop
Loop	Cycle back to the start of a do-loop
Exit	Exit a do-loop
Proc	Start definition of a procedure
Endproc	End definition of a procedure
Exec	Execute a procedure

General Programming

Pause	Pause for n/60 seconds
Renum	Renummer the program
Del	Delete lines
Dump	Display all variables and values
Trace	Trace program during execution
Trace-	Turn off trace mode
Dsound	Uses channe-pairing for more range
Dsound	Turns off all sounds
Go to n	Alternate form of goto
*L	Turn line indent on/off
*F	For-loop runs 0 times if condition not met
*B	Allows break key to be trapped
- -	Special rem; puts 30 dashes in listing

Arithmetic/Logic

Hex\$(n)	Convert n to hex string
Dec(a\$)	Convert hex string a\$ to decimal
n div i	Integer quotient of n/i
n mod i	Integer remainder of n/i
Frac(a)	Fractional part of a
Trunc(a)	Truncates fractional part of a
Rand(n)	Generates random number 0-n
\$nnnn	Allows input of hex numbers
n & i	8-bit boolean AND
n ! i	8-bit boolean OR
n exor i	8-bit exclusive-OR

Memory

Dpeek(m)	Double peek of m, m+1
Time	Time of day (numeric)
Time\$	Time of day string HHMMSS
Inkey\$	Returns last character typed
Instr	Returns relative location of a\$ within x\$
Uinstr	Same as instr but ignore case and inv
Err	Value of last error number
Erl	Last error line number

Next Month - Performance Tests....

Disk Of the Month

The ST disks will have a good assortment for both the Gamer and Serious User. On the educational front, there is the States half of the States and Capitals game from the 8-bit world. A disk catalog program and a do-it yourself spelling checker will placate the Productivity set, while the Utilities crowd (everybody loves a good utility) will find a multi-talented disk copier, a hard disk backup, a hard disk formatter (looks like you'll have to get one 'o them, now), and a print spooler. There is another update to the ARC programs for those who mode and , of course, maybe a couple of games.

Speaking of games, those of you who want to relax with a good game instead of pawndering defenses, castling Kings and Rooking Bishops, may find Checkers a bit more to your liking. Sailing buffs will enjoy Torpedo (?) And no Atari game disk is complete without a Starbattle and maybe a Haunted whatever to shorten your lifeline. I'll save a disk for you at the ST meeting-OK?

Somehow the information in the last Journal about the 8-bit DOM wasn't taken too seriously by the majority of the members. This month's programs are too numerous to print in 11 point type, so I'm going to try some of Publishing Partner's smaller fonts.

The word disk of the month will have more than any disk we have produced. It will also appear in the Journal before the meeting so you can see it. Please don't say
If you are trying to read this -- why? I'll bet the disk, do you think I would have to do something dumb like this?
Well, a type set would (Please don't, where are you??) PE you don't think I am going to take the time for this, do you think?? They are my own words

PASCAL SIG

Since Mike Morrow has moved to Walnut Creek, I propose that we hold the Pascal SIG meetings at my place in Hayward. Mike and I have discussed this and feel that a more central location may increase participation. I encourage people to come to the next meeting or call me to indicate whether they would prefer to meet in South Hayward or Walnut Creek. The next meeting is on the May Calendar, the last Tuesday -- May 26, 1987, at 7:00 PM.

Come if you are a beginner, a Pascal guru, or even just curious about the language. We will try to answer questions, show off our latest Pascal masterpieces and swap neat routines. Folks who have Kyan Pascal are welcome too. I have an 800 to run stuff on but I don't have Kyan Pascal. Call me, Gary Newport at:

785-2047
27808 Manon Ave. # 18
Hayward, CA. 94544

Directions: From 880 (old 17) take Tennyson going East. Go five stoplights to Huntwood and park within the first half block. It's called Town and Country Apartments, the first driveway just past the vacant lot (left side of street). Go to second building on the left and #18 is the second apartment.



Let's Play Global Thermonuclear War



A True Story by Frank Klierer

About a week ago, while going through my regular wake up routine, I was jolted to my senses faster than having a bucket of ice water thrown in my face. Normally I get up around 5:45, shower and then begin stumbling and grumbling around the house trying to convince myself that I really want to be doing this. Usually, to stimulate the juices while I rustle up some grub, I fire up the ST and set the auto dial for one of the half dozen or so BBS's I log onto daily. Then I check for messages and articles for the JOURNAL. Now mind you, just a few short months ago before getting involved with the JOURNAL, modems were a foreign substance worthy of suspicion. I had heard numerous horror stories about becoming addicted to enormous phone bills. But, putting out the JOURNAL necessitated taking the risk.

So here I am, half awake, nearly a virgin to this modem stuff. An innocent guy looking for some news. Just as I am beginning to give the inside of the refrigerator a blank stare, the ST sounds two bells signalling a connection. I quickly close the door, turn off the coffee pot and leave the kitchen. As I sit down in front of the keyboard, I notice that what should have been a familiar menu is instead a message that sends chills up my spine. My eyes and mouth open wider than they want to be this early in the morning. Either the gremlins had finally attacked or Ma Bell had struck again from her grave. The following message is staring back at me:

WARNING: YOU HAVE REACHED A U.S. FEDERAL DEVELOPMENT R5 SYSTEM. ACCESS TO THIS SYSTEM IS A FELONY WITHOUT A FEDERAL ACCESS NUMBER. IF YOU HAVE LOGGED ONTO THIS SYSTEM IN ERROR, PLEASE HANG UP NOW. THE F.B.I. IS MONITORING THIS LINE.

This is [A2601] NORAD Control input feed

[e43-A121] COLORADO ACCESS
BIN-12062A LINE FE645
YOU HAVE ACCESS TO NORAD 127
LINE LOCK IS SECURE *****

ACCESS IS [FULL] TO NORAD COM
First Name?

My manhood had been challenged. Do I continue on into forbidden territory or unplug and run? Heck, didn't every "hacker" dream of slipping into the guts of the Nation and at least looking around a little? Now I knew the system was not going to wait for me to have my first cup of coffee and decide what to do next. So I hastily considered my options. If the FBI was sitting on this connection they probably already had my number and even if I hung up they'd be after me for an explanation. If I logged on using my real name and made it in, then they might think I was some fool serious about getting in. Of course, if I used a false name, They'd think I was a dimwit bozo trying to fool them. Either way I'd be screwed. So in the flash of a few seconds I settled on an old "Ab-Scam" defence, used by a congressman, of trying to help the FBI by uncovering more about this breach of security (although I couldn't remember if it had worked). And so to continue the game and cover my rear I typed in the following first name: "Is this a joke?" the monitor quickly demanded my last name, to which I typed: "I was dialing GADM" (Great American Dream Machine) at which time a familiar menu scrolled in the front of my eyes...was this the GADM after all? By this time my wife, Jennie, strolled by to check out my mumbling. After looking at the screen, she reminded me of the day's date. Yes, it was April 1st and I was "had" royally.

The rest of the day was spent seeking revenge on all who were unfortunate enough to cross my path. But nothing was as good as the first one of the day.

fk

A V A T E X 1200 MODIFICATION #1:

PURPOSE: Add Hi-speed carrier detect to become 100% Hayes compatible.

NOTICE:

*****DISCLAIMER*****

COLOR-NET TAKES NO-RESPONSIBILITY FOR ANY DAMAGE CAUSED BY THIS MODIFICATION! IF DONE CORRECTLY THIS MOD WILL WORK!

PARTS NEEDED:

- 1- MC1488 chip Radio Shack #276-2520
(rs-232 driver)
- 2 feet of 20 gauge hook-up wire

GETTING STARTED: After opening up the modem...locate ic #u30 (located by the rs-232 connector). Take the new IC and fold up all pins EXCEPT--#1,7, and 14!!! Now piggy-back the new ic on to ic #u30. Using a light wattage soldering gun, solder pins... #1, 7 and 14 of the new IC to pins... #1, 7 and 14 of IC #u30. Now take a wire from pin#2 of the new ic to pin#12 of IC #u23 (located just behind led's) Now take a wire from pin#3 of the new IC to pin#12 of the rs-232 connector. Now take your wire to pins# 4,5,9,10, and 12 and solder all these pins together. (we're making a heat-sink to keep the new chip from over heating) After you have soldered all these pins together, solder a wire from board ground (of the modem) to these pins! Thats it!! To test what you have just completed.. take a piece of wire and ground the cathode end (banded side) of the HS led, if all was done corectly..the HS led should light, and with a VOM connected to pin #12 on the rs-232 connector,you you should read about +8 volts or so. If you're not sure how to do this... you can mail me your modem along with a money-order for \$25.00 to:

SYSOP (COLOR-NET) P.O. BOX 2192
PETERSBURG, VA 23804

Be sure to send it by US-MAIL!!! UPS will NOT deliver to a PO BOX!!! We will make the mods, test it and send it back by return mail!

END

FCC Decision

On March 26, 1987 after much struggling and "nashing of teeth", the FCC has decided-not to decide-anything definite for now. Their 1980 de-regulation policy has been strongly opposed by AT&T and Bell Operating Companies (BOC's) who are now in the packet network arena and want to make the bucks. While AT&T and BOC's whined, the PC users put up an uproar and surprised the FCC. Cliff Cummings, product manager of PC Pursuit stated: "The FCC is accustomed to being lobbied by major firms in the communications industry, but it does not often hear directly from end users. The impact of such an outpouring of opposition from PC users cannot be understated...It had a definite influence on the outcome of the FCC's decision."

So the good news (for now) is no added fees to the VAN's (Value Added Networks) such as PC Pursuit, electronic mail and database services. The bad news for BOC's and AT&T is-they will just have to compete along with the rest of the crowd. What a shame.

(information from April 1 report Telenet/PC Pursuit)



1987 - 1988 SLCC ELECTIONS

The San Leandro Computer Club will hold it's annual elections during the regular club meeting on the second of June. Nominations for these elections will be held during the regular meeting on the fifth of May. Those officers elected will take office on the first of July 1987. All members in good standing are eligible for nomination and all members in good standing are eligible to vote. If you have any questions on the elections please contact:

Jim Hood - 534-2197
Election Committee

Frankly speaking...

...words can not express my impression of the West Coast Computer Faire. That's because the type of language I'd like to use is not appropriate in a family oriented publication like this one. Now don't get me wrong, there were some good moments at the Faire, and I was there only on opening day, but my upsets were in the majority. I hope that those of you that shelled out good money, based on my article in last months JOURNAL, had a better experience than I did. It is more than a little embarrassing to get you folks all pumped up about going to the Faire only to have the goods not show up.

I really did not expect that Atari would leave us holding the bag, but there we were, spaces all cleared away on the tables, awaiting the delivery from Atari on the morning of opening day. Finally they arrived. And what was in the bag? Balloons!!! No Mega ST. No PC clone. Not even a blasted blitter chip. We did pick up some 8 and 16 bit hardware from Atari a few days earlier to fill up some of the 40 feet of display area, but it wasn't the old stuff the loyal members of the Atari community were paying out the bucks to come and see. Oh yes, I shouldn't forget the tons of Dig Dug posters, t-shirts, and those great little styrofoam hats that we helped Atari clear out of their warehouse. All this new hardware is looking more like vaporware to me.

Then more exciting news followed on the heels of the Atari arrival, the boys from Publishing Partner and the Boss System were going to be as visible as a Mega ST. Well it looked pretty bleak around the SLCC spread, which was huge, compared to the other user groups and vendors in our section of Moscone Center. Our president, Bob Barton, was not going to take this lying down, instead he went hunting. He snagged a donation from Mirrorsoft and we set up a display of Fleet Street to show the latest in "Desktop Publishing" for the ST. Of course, Bob drafted Ralph Cavagnuolo and yours truly to run the demo. And run it was, running back and forth to the Mirrorsoft booth, trying to figure it out. You will find a review of the program elsewhere in this issue.

So Ralph and I are just about settled into our new post when who of all people should come along and boot us off our center stage perch, but the irrepressible, Neil Harris. He wanted to do some promotional photos for a new member of the Atari staff. So who better to use than the biggest users group, and boy did I feel used. Ralph quickly typed in SLCC on the monitor screen. No sooner were the pictures taken than they had vaporized. They certainly would not want to hang around and answer any questions or get to know their most valuable promotional resource.



The biggest bomb was waiting at the end of the Faire, when we discovered that some miserable lowlife ripped off the club for our ST drive and our copy of Fleet Street. Both items used by the JOURNAL staff. Now you know why I'm so miffed.

Enough of the bad attitude, so what went right? I.C.D. and their MIO board made a good showing at our booth as did the latest version of the Magic Sac. The Mac drive is still in the shop. Astra Disk Systems did have their promised hardware at the show, even though we've had some problems with the ST drive they donated to the club, they seem to be taking a responsible attitude toward getting things going right. We wound up having to demonstrate the Navarone digitizer ourselves and to be honest I was not completely thrilled by what I saw on the screen. Actually I was so busy with Fleet Street and trying to get a look at the rest of the Faire I'm not real sure what was happening at our booth. I know we interested a few people in membership and despite the gloomy picture I painted we looked real busy and made a nice presentation of the SLCC. The Morans had the club displays looking great.

APRIL MINUTES

General meeting 4-7-87

Meeting called to order at 8:00 PM by president Barton. Roll call of officers, Barton, Sawley & Moran present. Hansen absent. Announcements;

The president thanked the JOURNAL staff for a job well done on the April newsletter and also thanked those members who worked the club booth during the West Coast Computer Faire.

President Barton then discussed some of the trials and tribulations that we went through putting on a good show at the Faire. Special thanks were given ICD inc., Astra Systems, Data Pacific and Navarone Industries who participated at our booth with representatives or hardware or both. Tom Harker, the President of ICD inc. made a very special price on their new one megabyte MIO board for the club. (The MIO board will be used on the Key System BBS as soon as it can be set up) Lou Schwing, President of Astra Systems is currently working out a special deal on one of their HD+ drives for the club and David Small and Joel Rosenblum of Data Pacific gave the club the newest version of their Magic Sac. Not to be outdone NAVARONE donated one of their video digitizers to us.

Some more good news, about twenty new members and enough profit on disk sales to offset the expenses of the Faire. ATARI has indicated that they will give us \$500 to offset part of our costs. Also a number of contacts that should lead to some good speakers at our coming meetings. One of these contacts was SPECTRUM HOLO-BYTE inc. who donated a copy of FLEET STREET PUBLISHER (a new desktop publishing program for the ST) to the club.

Next the bad news, sometime during the show the clubs ST disk drive and the copy of FLEET STREET were stolen from our booth. In the many years we have had booths at various shows this is the first time anything of this nature has happened. (hopefully whoever did it will choke on them)

ATARI supplied most of the equipment that we used at this Faire including several 1040 ST's, 130 XE's, 1050 drives, large monitors and quite a few give aways. Unfortunately

none of the new ATARI machines were forthcoming.

The President notified the members of the annual election of Officers that will be held during the June meeting. Nominations will be at the May meeting.

President Barton asked to be excused for the balance of the meeting, and turned the gavel over to VP Sawley. Tonights speakers Eric Warren and David Rudolph from KYAN SOFTWARE inc. were introduced by the Vice President.

The speakers started with a little history of Pascal, it was invented in the early 70's, is a very procedural language that must be compiled. It is from 3 to 30 times faster than basic. KYAN Pascal is written to ISO standard and is very portable from one computer to another.

KYAN SOFTWARE has so far released two major versions of pascal the first in mid 1985 with many minor versions in between. The speakers showed several demo type programs that showed some of the procedures that must be followed and the speeds that could be obtained.

KYAN SOFTWARE normally sells pascal for \$69.95. The two source disks sell for \$39.95. For tonight only, members were given a special discount that made a good thing even better. For those interested there is a newsletter that has updated information, examples and tutorials.

Our two 8 bit software chairmen Cliff and Mark next gave short demo's of this months floppy and also the new games disk. The floppy has the latest ARC files, a sharp new menu as well as a couple of good pictures, games and demo's. The games disk has at least a dozen games, some using the Basic XE runtime package for better speed. One of the games XAGON came from an Australian programmer and could be the best game of the year.

Following a short break the raffle was held and a member who had joined the club at the West Coast Faire was the winner of the printer.

VP Sawley closed the meeting with a reminder of the club election of officers which will be held at the June meeting. Nominations for the election will be at next months meeting.

Meeting adjourned at 9:55 PM.

Respectfully Submitted,
Jim Moran - Secretary

AS THE EXPO TURNS

by Jim Moran (With thanks to ABE's ACE for the title.)

An unusual title, you bet, but as this soap opera unfolds you will see that it fits.

Chapter 1 Atari starts encouraging user groups to put on Atari Computer Fairs. Five local user groups, including the SLCC, decide to give it a shot. So with help, guidance and front money from Atari, the Northern California Atari Expo is staged in September, 1986. It is a huge success with each user group receiving a couple thousand dollars for its work and the promise that this could become an annual event as Atari's way to help the user groups. Sounds great doesn't it?

Chapter 2 Newsletters from user groups around the country give us feedback on how other Expo shows are going. It's mostly favorable, but not all - lack of help from Atari, phone calls not returned and so forth.

Chapter 3 M.A.C.E., the large user group in Michigan, drops the Expo for their area after months of trying. They cite total lack of cooperation from Atari. This is serious and we begin to wonder, but maybe it is just one of those things.

Chapter 4 It's now mid-April, 1987. Sandi Austin, of Atari, calls us to say that the Second Northern California Expo is set for June 19 and 20 at the Santa Clara Convention Center. She wants to meet with the area user groups to discuss how we might work together on the Expo. We feel quite strongly that June is totally wrong. First we have just finished the West Coast Computer Faire and more importantly with such short notice there is little time for publicity and without it the Expo could fall flat on its face.

Unanimously, each of the groups attending this Thursday night meeting with Sandi Austin agree the date is totally wrong and we all want to go later in the year preferably October or November. Despite this we are told the Expo will take place in June and in fact Atari has already reserved the facilities. (It seems that Jerry Brown, self proclaimed user group friend and a new Atari big wheel has made the decision and

that's it. Maybe that's the way it's done at BIG BLUE where he comes from.) It could make sense if Atari has their new equipment out by then.

We are told that due to lack of time Atari will help out and has already started calling the software and hardware vendors to sell them booth space, which is a large part of the profit for an Expo. We start getting excited and want to know where the user groups stand. Sandi says we will be allowed to sell tickets, help advertise and of course work the Expo. Now we are all big boys and girls and know that it takes money for the clubs to operate and a large part of the Expo money goes down the Atari drain with this move.

We next ask what's in it for the clubs? Several things are mentioned, like a 1040 system for each club. But we won't get the systems; they will be donated to local schools who in turn might let us use them to teach new owners how they work. All this in Atari's name of course. Donations to charities are also mentioned!

All in all a very unsatisfactory meeting. We ask Sandi Austin to convey our concerns to Jerry Brown and get back to us. We feel the clubs must be compensated fairly for their work. For the SLCC this Expo is a long way from home and to ask twenty or thirty of our members to travel to Santa Clara for a day's work at the Expo in return for a donation to some school or charity left us all cold.

Chapter 5 Monday morning brings a newsletter from ABE's ACEs, the club that has just put on the Allentown, PA. Expo. A great newsletter spread on a very successful Expo. But not all was roses. It seems Atari was unhappy that one of the vendors scheduled to be at the Expo was a mail order firm (the infamous Black Patch Systems) and thus does not provide service on its 1040s. Atari told the club not to sell them booth space. To back this up Sandi threatened to hold off on the door prize, not to bring any new products and finally to withdraw from the Expo if the club booked this vendor.

After a telegram to Jack Tramiel

asking him to call off the dogs the problem was partially put to bed - ABE's ACEs backed out on Black Patch and Atari showed up with no new products and no replacement vendors for the five or six booths that were vacated by Black Patch's removal.

Their article continues with all sorts of problems ABE's ACEs had with Atari. Editor Dennis John ends his well written piece vowing to never again work with Atari on this type project.

We are starting to worry. Are we to be treated the same?

Chapter 6 Later Monday a call from Atari; reference to the clubs getting some of the profits from the Expo; an invitation to meet Tuesday at Atari's PR agency at two PM.

Tuesday at 1:55 we arrive for the meeting. Nobody knows anything about it but the agency's Mr. Gooch will soon be there. We cool our heels for thirty minutes, are ushered into a conference room then shortly into another. Still nobody from Atari. Another 20 or 30 minutes and Sandi Austin shows up. The meeting is on. More properly a meeting is on, but not to discuss the user groups' participation. It is to formulate plans for the FIRST Atari Expo in Silicon Valley. No mention of last year's Expo. "That was the user groups' Expo, this is the FIRST ATARI EXPO put on by Atari". The Expo is to be a show to sell STs with little or no mention of 8 bit Ataris. In fact the agency seemed surprised the 8 bits could be used for anything other than games.

During the previous meeting we were advised that there would be no new equipment for the show, now it seems that all at once the new stuff will be there, lasers and all. About this time it became very obvious that we were being used pure and simple. With a few well placed words for the whole situation and Jerry Brown and Sandi Austin in particular we exit the meeting. We wish them luck. So here we are. What now? Swallow our pride and attend the Expo like obedient children? Fat chance!!

Children's Hospital

O A K L A N D

March 27, 1987

Mr. Bob Barton
San Leandro Computer Club
P.O. Box 1525
San Leandro, CA 94577

Dear Bob:

How does one express thanks for a gift so PLEANTIFUL!! I truly hope our patients and families will be the ones to display the value of your generosity over time....indeed, they are the ones to reap the rich rewards.

The love and labor that brought this wondrous project to Children's Hospital is most evident from the workmanship of the storage cabinet to the details of the equipment itself. This complete outfit of computer equipment and the many educational and recreational games included bring us the "state of the art" for our teens... a much needed capability within our adolescent program. We thank you from the depths for making this possible.

We would like very much to invite you back to witness "hands on" experiences and meet some of our teens...we will stay in touch with you and your Club, and perhaps when our new Teen Lounge opens, you can join in our celebration.

For now, our sincerest thanks to you and members of the San Leandro Computer Club.

Very sincerely,



Susan R. Marchant
Director, Child Life Program

SRM:kf

cc: Maggie Greenblatt

MAY MEETING

Lois Hansen, of the Education SIG was our first SIG speaker this year and I think it is about time that we heard from some of our other SIG leaders. These groups are here to help you learn about your Atari computer, let's hear from them.

For May, I was hoping to have a representative from Accolade/Advantage come to the meeting; however, due to a conflict of dates, they had to cancel for the time being. I have heard from Lone Wolf Software and may be able to get David Tracy, one of their engineers, to come to the May meeting.

I would like to thank Eric Warren of Kyan Software for bringing us a demonstration of their Kyan Pascal. (and the generous discount!! ed.)

Thanks, I Needed That!

One of the less pleasant things to come out of the Faire was the SLCC double-sided ST disk drive - in someone's pocket. I don't need to say much about the character of those who would steal equipment from another person and that was not the object of this piece. (maybe the guy just needed it for "backup". Not really stealing, since he isn't going to use it - much). The subject of my ramblings is the response of Atari to our loss. They have provided us with a replacement at no cost, for which I would like to thank them on behalf of the SLCC membership.

See you there!

Dick Scott

REM

SLCC

JOURNAL



P.O. BOX 1506, SAN LEANDRO, CA 94577-0374

Next Meeting:

MAY 5, 1987 • 8 pm

San Leandro Community Library

300 Estudillo Ave

TO

186

TIME TO RENEW

7

MAIL